

e) creating and storing a link in the digital video camera between the still image and a corresponding frame in the compressed motion image at the time that the still image is captured.

2. The method claimed in claim 1 further comprising the steps of capturing, compressing and storing audio with the motion image.

3. The method claimed in claim 1 where the link between the still image and corresponding frame in the compressed motion image is a pointer that is stored in a header of the still image.

4. The method claimed in claim 1, further comprising the steps of:

f) generating low resolution index images from the higher resolution still images with pointers linking the index images to the high resolution still images and storing the index images with their associated pointers;

g) displaying a plurality of the low resolution index images;

h) selecting an index image from the displayed index images;

i) employing the pointers stored in the associated high resolution still image and the associated index image, to retrieve a corresponding segment of the compressed motion image;

j) decompressing the retrieved portion of the compressed motion image; and

k) displaying the decompressed portion of the motion image.

5. (TWICE AMENDED) A system for recording and displaying a multimedia presentation, comprising:

a) a digital camera, the digital camera including

i) a solid state image sensor for selectively generating a sampled analog video image signal or a higher resolution sampled analog still image signal, the higher resolution still image signal having at least four times the resolution of the video image signal,

ii) a microphone for generating an analog audio signal,

iii) analog to digital converter means for converting the sampled analog video image signals and audio signal to a digital video image signal and digital audio signal,

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iv) an audio visual encoder for compressing the digital video image signal and associated digital audio signal to form a compressed video bit stream,

v) means for periodically causing the camera to capture a higher resolution still image to form a still image file, and

vi) means for creating a pointer linking a captured high resolution still image with a corresponding frame in the compressed video bit stream and appending the pointer to the still image file at the time that the still image is captured;

b) an object oriented image processing system, including;

- i) an image processing computer,
- ii) an object oriented operating system,
- iii) a image memory for storing the compressed video bit stream and the still image files as objects,
- iv) a graphic user interface including a display and operator input device,
- v) a decoder for decoding the compressed video bit stream, and
- vi) application program means for generating low resolution index images from the higher resolution still images with pointers linking the index images to the high resolution still images and storing the index images with their associated pointers as objects in the image memory, for displaying a plurality of the low resolution index images on the graphic user interface and responsive to operator selection of an index image from the displayed index images, employing the pointers stored with the selected index image and the associated high resolution still image, to retrieve a corresponding portion of the compressed motion image, decompressing the retrieved portion of the compressed motion image, and displaying the decompressed portion of the motion image.

6. The method claimed in claim 1, wherein the motion image is compressed using MPEG compression and the still image is stored in the FlashPixTM format.

7. The method claimed in claim 6, wherein the MPEG compressed motion image includes I, P and B frames and the step of creating a link includes generating a pointer to an I frame.

8. The method claimed in claim 7, the step of creating a link includes creating a new MPEG bitstream starting with an I frame and generating the pointer to the I frame at the beginning of the new MPEG bitstream.